

What is claimed is:

1. A method of battle in a video game performed using an information terminal, comprising:
 - a step of setting an image captured by a camera as a fighting character;
 - and
 - 5 a step of making the set fighting character battle with another fighting character on a screen of the information terminal.
2. The method of battle in a video game according to claim 1, further comprising
 - a step of setting a capability value of the fighting character, wherein
 - in the step of making the fighting characters battle with each other, a
 - 5 winner is determined based on each capability value of the fighting character.
3. The method of battle in a video game according to claim 2, wherein
 - in the step of setting the capability value of the fighting character, the
 - capability value of the fighting character is set according to attribute information
 - about an image captured by the camera.
 - 5
4. The method of battle in a video game according to claim 3, wherein
 - in the step of setting the capability value of the fighting character, the
 - capability value of the fighting character is set according to attribute information
 - about an image captured by the camera, and attribute information about voice
 - 5 collected when an image is captured by the camera.
5. The method of battle in a video game according to claim 2, wherein

in the step of setting the capability value of the fighting character, the capability value of the fighting character is set according to attribute information about voice collected when an image is captured by the camera.

5

6. The method of battle in a video game according to claim 3, wherein in the step of setting the capability value of the fighting character, a capacity of the image is used as attribute information about the image.

7. The method of battle in a video game according to claim 3, wherein in the step of setting the capability value of the fighting character, a value of an arbitrary digit of a capacity of the image is used as attribute information about the image.

5

8. The method of battle in a video game according to claim 3, wherein in the step of setting the capability value of the fighting character, RGB data obtained by RGB-analyzing the image is used as attribute information about the image.

5

9. The method of battle in a video game according to claim 3, wherein in the step of setting the capability value of the fighting character, vector data obtained by vector-analyzing the image is used as attribute information about the image.

5

10. The method of battle in a video game according to claim 2, wherein

in the step of making the fighting characters battle with each other, fighting characters in an information terminal are made to battle with each other.

5

11. The method of battle in a video game according to claim 2, wherein in the step of making the fighting characters battle with each other, a fighting character in an information terminal is made to battle with a fighting character in another information terminal.

5

12. The method of battle in a video game according to claim 11, wherein in the step of making the fighting characters battle with each other, information about a fighting character of an information terminal is obtained by another information terminal, and information about a fighting character of another information terminal is obtained.

5

13. The method of battle in a video game according to claim 12, wherein in the step of making the fighting characters battle with each other, information about a fighting character of an information terminal is transmitted to another information terminal in infrared communications, and information about a fighting character of another information terminal is received in the infrared communications.

5

14. The method of battle in a video game according to claim 12, wherein in the step of making the fighting characters battle with each other, information about a fighting character of an information terminal is transmitted to another information terminal in wireless communications, and information

5 about a fighting character of another information terminal is received in the wireless communications.

15. The method of battle in a video game according to claim 12, wherein
in the step of making the fighting characters battle with each other,
information about a fighting character of an information terminal is written to a
recording medium to be transferred to another information terminal, and when a
5 recording medium to which information about a fighting character of the other
information terminal is written is transferred to the information terminal,
information about a fighting character of another information terminal is read
from the recording medium.

16. The method of battle in a video game according to claim 12, wherein
in the step of making the fighting characters battle with each other, an
image captured by an information terminal and information about a capability
value set by the information terminal are included as information about a
5 fighting character of the information terminal.

17. The method of battle in a video game according to claim 16, further
comprising
a step of setting a name of a fighting character of an information terminal
and words in a video battle game, wherein
5 in the step of making the fighting characters battle with each other, a
name set by an information terminal and information about words in a video
battle game are included as information about a fighting character of the
information terminal.

18. The method of battle in a video game according to claim 16, wherein
in the step of making the fighting characters battle with each other, when
a winner is determined, a capability value set by an information terminal is used
as a capability value of a fighting character of the information terminal, and a
5 capability value set by another information terminal and obtained from the other
information terminal is used as a capability value of a fighting character of the
other information terminal.
19. An information terminal which performs a video battle game, comprising:
means for fetching an image captured by a camera; and
control means for setting the image captured by the camera as a fighting
character, and making the set fighting character battle with another fighting
5 character on a screen.
20. The information terminal according to claim 19, further comprising
capability value setting means for setting a capability value of the fighting
character, wherein
said control means determines a winner based on each capability value
5 of the fighting character when the fighting characters battle with each other.
21. The information terminal according to claim 20, wherein
said capability value setting means sets a capability value of the fighting
character according to attribute information about an image captured by the
camera.

5

22. The information terminal according to claim 21, further comprising
voice collection means for collecting voice when an image is captured by
the camera, wherein
said capability value setting means sets a capability value of the fighting
5 character according to attribute information about an image captured by the
camera, and attribute information about voice collected by said voice collection
means when the image is captured by the camera.
23. The information terminal according to claim 20, further comprising
voice collection means for collecting voice when an image is captured by
the camera, wherein
said capability value setting means sets a capability value of the fighting
5 character according to attribute information about voice collected by said voice
collection means when the image is captured by the camera.
24. The information terminal according to claim 21, wherein
said capability value setting means uses a capacity of the image as the
attribute information about the image.
25. The information terminal according to claim 21, wherein
said capability value setting means uses a value of an arbitrary digit of a
capacity of the image as attribute information about the image.
26. The information terminal according to claim 21, wherein
said capability value setting means uses RGB data obtained by
RGB-analyzing the image as attribute information about the image.

27. The information terminal according to claim 21, wherein
said capability value setting means uses vector data obtained by
vector-analyzing the image as attribute information about the image.

28. The information terminal according to claim 20, wherein
said control means makes fighting characters of the information terminal
battle with each other.

29. The information terminal according to claim 20, wherein
said control means makes a fighting character of the information terminal
battle with a fighting character of another information terminal.

30. The information terminal according to claim 29, wherein
when said control means makes a fighting character of the information
terminal battle with a fighting character of another information terminal, said
control means makes the other information terminal to obtain information about
5 the fighting character of the information terminal, and obtains information about
the fighting character of the other information terminal.

31. The information terminal according to claim 30, further comprising
infrared communications means for performing infrared communications,
wherein
when said control means makes a fighting character of the information
5 terminal battle with a fighting character of another information terminal, said
control means transmits information about the fighting character of the

information terminal to the other information terminal through said infrared communications means, and makes said infrared communications means receive information about the fighting character of the other information terminal.

32. The information terminal according to claim 30, further comprising wireless communications means for performing wireless communications, wherein

when said control means makes a fighting character of the information terminal battle with a fighting character of another information terminal, said control means transmits information about the fighting character of the information terminal to the other information terminal through said wireless communications means, and makes said wireless communications means receive information about the fighting character of the other information terminal.

33. The information terminal according to claim 30, further comprising recording medium accommodation means for accommodating a mobile recording medium, wherein

when said control means makes a fighting character of the information terminal battle with a fighting character of another information terminal, and when the recording medium to be transferred to the other information terminal is accommodated by said recording medium accommodation means, said control means writes information about the fighting character about the information terminal to the recording medium, and reads information about the fighting character of the other information terminal from the recording medium

when the recording medium to which the information about the fighting character of the other information terminal is written is accommodated by said recording medium accommodation means.

34. The information terminal according to claim 30, wherein
said control means includes information about an image captured by an information terminal of said control means and a capability value set by the information terminal of said control means as information about the fighting
5 character of the information terminal of said control means.

35. The information terminal according to claim 34, further comprising
operation means for setting a name of the fighting character and words
for use in a video battle game, wherein
said control means includes a name and information about words for use
5 in a video battle game set by the information terminal of the control means as
information about a fighting character of the information terminal of said control
means.

36. The information terminal according to claim 34, wherein
when a winner is determined, said control means uses a capability value
set by an information terminal as a capability value of a fighting character of the
information terminal, and uses a capability value set by another information
5 terminal and obtained from the other information terminal as a capability value
of a fighting character of the other information terminal.